

ABSTRACT

A method of dealing a card game is taught wherein cards representing dice having a least four sides are utilized using variations of rules for games such as 1) traditional craps game, 2) Four The Money game, high low craps, or roulette. By repeatedly shuffling either two sets of six cards numbered 1 through 6, or one set of 36 cards (representing all of the rolls of a set of two six sided dice) traditional craps rules may be followed. Also taught is a roulette game which is played by having cards representing the numbered slots of a roulette game. A user is allowed to pre-select a space from a plurality of spaces into which a pre-determined number of cards are dealt in order to determine the number generated in place of a dice roll while still allowing user interaction in the random decision. Electronic monitoring card numbers, storage of card numbers, and the display of prior outcomes is also discussed. Comparison of the stored information to wagers is made to determine when wagers are won.